



WEEKLY SCHEDULE
MA330 Advanced Modeling and Animation

Instructor: Jim Tavernetti

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Office hours: *By Appointment*

Week 1

- Lecture:** Understanding 3D Space, Ui interface, transform tools
Selection modes – component and object type
Viewport navigation
Channel box, history and Attribute editor
Pivot points and snap tools
Naming and selecting objects in the outliner
- Lab:** Polygon modeling tools
- Assignment:** **Front Side View for Midterm Model** Due Week 2
Simple Model Pick a simple object to model. **Due Week 2**
- Competency:** Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques

Week 2

- DUE:** **Front Side View for Midterm Model**
Simple Model
Critique assignments
- Lecture:** Selections: lasso, paint, grow, change selections
Setting up reference drawings
Review history: deleting certain commands
Review 1-7 display modes with materials and lights
Continue Poly Modeling
Subdivision techniques
- Lab:** Poly modeling lab
- Assignment:** **Midterm Model Progress** Begin working on the midterm model
Due week 3
Completed Model Due week 4
- Competency:** Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques

Week 3 **DUE: Midterm Model Progress**
Critique assignments
Lecture: Smoothing: soft/hard normals
Model integrity
Lab: Work on model for midterm
Assignment: **Midterm Model Due week 4**
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques

Week 4 **DUE: Completed Model**
Critique assignments
Lecture: Critique day
Setting up the model for a Portfolio Quality render
Lighting, compression, composition and photoshop editing
Viewport display tips/transparent modeling
Lab: Model corrections from critique
Assignment: **Portfolio Quality Render DUE Week 5**
Front Side Top Drawings for Final 2 Models
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques
Demonstrate various lighting techniques to create a desired atmosphere

Week 5 **DUE: Portfolio Quality Render**
Front Side Top Drawings for Final 2 Models
Critique assignments
Lecture: Corrections for “Portfolio Quality” folder
Drawing out edge loops
Poly placement
Lab: Open Modeling Lab
Assignment: **Progress on Final 2 Models**
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques
Demonstrate various lighting techniques to create a desired atmosphere

Week 6 **DUE: Progress on Final 2 Models**
Critique assignments
Lecture: Light and Surfaces

Lab: Open Lab
Assignment: Progress on Final 2 Models
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques

Week 7 **DUE: Progress on Final 2 Models**
Critique assignments
Lecture: Poly Count
Curves and Surfaces
Lab: Open lab
Assignment: First Pass on Final 2 Models Must show progress on the base, non detail areas of models
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques

Week 8 **DUE: First Pass on Final 2 Models**
Lecture: What makes a quality model
Animation principles
Lab: Open Lab
Animation tutorials
Assignment: Animation Storyboard Create a storyboard for an 8 to 10 second animation. Two objects must interact. **Due week 9**
Second Pass on Final 2 Models Due week 9
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques
Demonstrate advanced animation techniques

Week 9 **DUE: Animation Storyboard**
Second Pass on Final 2 Models
Lecture: Following storyboards and research
Lab: Open Lab
Assignment: Complete Final 2 Models
Model Animation Environment and Assets
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
Demonstrate advanced modeling techniques
Demonstrate advanced animation techniques

Week 10 **DUE: Final 2 Models**

Animation Environment and Assets

- Lecture:** Setting up Portfolio Quality renders for still shots and animation
Lab: Lighting and Rendering for Portfolio Quality images
Assignment: **Portfolio Quality Renders** Prepare and Render Portfolio Quality Stills and Animation. **Due Week 11**
Competency: Apply concepts and skills gained on one 3D system to a different 3D System.
 Demonstrate advanced modeling techniques
 Demonstrate advanced animation techniques
 Apply various lighting techniques to create a desired atmosphere

- Week 11** **DUE: Portfolio Quality Renders** 2 Models and 1 animation
Lecture: “Portfolio Quality” ceremony
Lab: last minute corrections and re-renders for “Portfolio Quality” folder.

Points Breakdown

Due	Assignment	Points Possible	Points Earned
All	Participation	15	
Wk #2	Front Side View for Midterm Model Simple Model	10 10	
Wk #3	Midterm Model Progress	-	
Wk #4	Completed Model	-	
Wk #5	Portfolio Quality Render Front Side Top Drawings for Final 2 Models	50 10	
Wk #6	Progress on Final 2 Models	-	
Wk #7	Progress on Final 2 Models	-	
Wk #8	First Pass on Final 2 Models	-	
Wk #9	Animation Storyboard Second Pass on Final 2 Models	10 -	
Wk #10	Final 2 Models Animation Environment and Assets	10 10	
Wk #11	Portfolio Quality Renders 2 models 1 Animation	150 25	
Total		300	

Extra Credit Points Breakdown

You must have a signed document that you are part of a club or attended workshops. You may use the back of the syllabi to obtain these.

All	Clubs and Organizations: First one joined additional	15 10	
All	Workshops and events: First one attended additional	15 10	
MAX		75	

Total Points **300**

A	279-300
A-	270-278
B+	261-269
B	249-260
B-	240-248
C+	231-239
C	219-230
C-	210-218
D+	201-209
D	195-200
F	0-194
Late Work	0

This Schedule is subject to change according to the needs of the class as determined by the instructor.